Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L23	0	((client or slave) and (master or server) and (graphics or video) and object and scene and ((partial adj image) or ("frame sequential" near5 stereo\$5) or ("field sequential" near5 stereo\$5)) and (virtual or (virtual adj reality))).CLM.	US-PGPUB	OR	ON	2007/08/14 08:57

Ref_ #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L22	1	L21 and ((client or slave) and (master or server))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/14 08:53
L18	1	L16 and ((client or slave) and (master or server))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/14 08:46
L21	75	(L19 or L20) and ((partial adj image ) or (("frame sequential" near5 stereo\$5) or ("field sequential" near5 stereo\$5)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/08/14 08:45
L20	329	382/295.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/14 08:45
L19	1877	382/154.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/14 08:45
L16	47	(L14 or L15) and ((partial adj image ) or (("frame sequential" near5 stereo\$5) or ("field sequential" near5 stereo\$5)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/08/14 08:45
L17	1	L16 and ((client or slave) same (master or server))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/14 08:14
L5	618	L3 and ((client or slave) same (master or server))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/14 08:14
L15	543	348/51.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/08/14 08:13

L14	. 668	348/42.ccls.	US-PGPUB;	OR	ON	2007/08/14 08:13
			USPAT; USOCR; EPO; JPO; DERWENT			
L13	35	L8 and ((partial adj image ) or (("frame sequential" near5 stereo\$5) or ("field sequential" near5 stereo\$5)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/08/14 08:13
L12	14	(L9 or L10 or L11) and ((partial adj image ) or (("frame sequential" near5 stereo\$5) or ("field sequential" near5 stereo\$5)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/08/14 08:13
L11	303	345/9.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR .	ON	2007/08/14 08:03
L10	250	345/2.1.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/08/14 08:03
L9	160	345/1.2.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON .	2007/08/14 08:03
L8	1421	345/629.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/08/14 08:03
L7 .	4	L6 and ((partial adj image) or (("frame sequential" near5 stereo\$5) or ("field sequential" near5 stereo\$5)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/08/14 08:03
S17 8	301	S177 and (graphics or video)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/14 08:02
L6	340	L5 and (graphics or video)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/14 08:02

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S16 9	182	S168 and ((client or slave) same master)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/14 08:01
L3		(709/201.ccls. or 709/203.ccls. or 709/206-209.ccls. or 709/211.ccls.) and ((test near3 message) or (test near3 reply) or (handshak\$3))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/14 08:01
L2	195	L1 and ((client or slave) same master)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/14 08:01
L1	2479	709/201.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/14 08:01
S22 6	1	S218 and (("frame sequential" near5 stereo\$5) or ("field sequential" near5 stereo\$5))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/08/13 18:10
S22 5		S216 and (("frame sequential" near5 stereo\$5) or ("field sequential" near5 stereo\$5))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/08/13 18:10
S22 4	1	S218 and (partial adj image)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/08/13 18:10
S22 3	2	S216 and (partial adj image)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/08/13 18:10
S22 2	2	S218 and (client same master)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/13 18:09
S22 1 .	2	S216 and (client same master)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/13 18:09

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S21 5	1	S212 and (("frame sequential" near5 stereo\$5) or ("field sequential" near5 stereo\$5))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/08/13 18:09
S21 0	0	S204 and (partial adj image)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/08/13 18:09
S21 9	44	S218 and ((plural or multiple or many) near3 (channels or interfaces or buses))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/13 17:29
S21 7	14	S216 and ((plural or multiple or many) near3 (channels or interfaces or buses))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/13 17:29
S21 3	0	S212 and (client same master)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/13 17:29
S21 8	401	345/520.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/13 17:28
S21 6	396	345/522.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/13 17:28
S18 1	12	S180 and ((plural or multiple or many) near3 (channels or interfaces or buses))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/13 17:28
S21 4	2	S212 and (partial adj image)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/08/13 17:26
S21 2	419	345/502.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/13 17:26

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S21 1	0	S204 and (("frame sequential" near5 stereo\$5) or ("field sequential" near5 stereo\$5))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/08/13 17:26
S16 1	0	S160 and (client same master)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/13 17:26
S20 5	9	S203 and S204	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/13 17:24
S16 · 5	35	S158 and ((plural or multiple or many) near3 (channels or interfaces or buses))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/13 17:24
S16 3	35	S158 and ((plural or multiple or many) near3 (channels or interfaces or buses))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/13 17:23
S20 4	36	S202 and ((plural or multiple or many) near3 (channels or interfaces or buses))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/13 17:21
S20 3	50	S202 and (slave same master)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/13 17:21
S20 2	849	345/501.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/13 17:21
S16 ·	9	S162 and S163	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/13 17:21
S20 1	171	S200 and ("345"/\$.ccls. or "348"/\$.ccls. or "382"/\$.ccls. or "709"/\$.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/08/13 16:32

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S20 0	296	S197 and (communicat\$3 or ((send\$3 or transimit\$4) and (receiv\$3)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/08/13 16:23
S19 7	349	((client or slave) same (master or server)) and (("partial image") or ("frame sequential" near5 stereo\$5) or ("field sequential" near5 stereo\$5))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/08/13 16:01
S19 8	12	S197 and (VR or (virtual adj reality))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/08/13 15:57
S19 6	32	"frame sequential" near5 stereo\$5	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2007/08/13 15:55
S19 4	2	"5495576".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/13 15:47
S19 3	125	709/211.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/13 15:23
S17 9	115	709/211.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/13 15:18
S19 1	117	345/541.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/13 15:16
S19 0	97	345/504.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/13 15:16
S18 9	191	345/643.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/13 15:16

S17 3	94	345/504.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/13 15:16
S12 3	172	345/643.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/13 15:16
S18 7	2	groth-boris.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/13 13:39
S18 5	3	haulsen-ivo.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/13 13:39
S18 4	. 2	isakovic-karsten.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2007/08/13 13:39



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Hybrid sort-first and sort-last parallel rendering with a cluster of PCs

Rudrajit Samanta, Thomas Funkhouser, Kai Li, Jaswinder Pal Singh

August 2000 Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on **Graphics hardware HWWS '00** 

Publisher: ACM Press

Full text available: 1 pdf(613.08 KB)

Additional Information: full citation, abstract, references, citings, index

We investigate a new hybrid of sort-first and sort-last approach for parallel polygon rendering, using as a target platform a cluster of PCs. Unlike previous methods that statically partition the 3D model and/or the 2D image, our approach performs dynamic, view-dependent and coordinated partitioning of both the 3D model and the 2D image. Using a specific algorithm that follows this approach, we show that it performs better than previous approaches and scales better with both processor count ...

**Keywords**: cluster computing, parallel rendering

<sup>2</sup> Chromium: a stream-processing framework for interactive rendering on clusters Greg Humphreys, Mike Houston, Ren Ng, Randall Frank, Sean Ahern, Peter D. Kirchner, James T. Klosowski

July 2002 ACM Transactions on Graphics (TOG), Proceedings of the 29th annual conference on Computer graphics and interactive techniques SIGGRAPH

'02, Volume 21 Issue 3

Publisher: ACM Press

Full text available: pdf(27.83 MB)

Additional Information: full citation, abstract, references, citings, index terms

We describe Chromium, a system for manipulating streams of graphics API commands on clusters of workstations. Chromium's stream filters can be arranged to create sort-first and sort-last parallel graphics architectures that, in many cases, support the same applications while using only commodity graphics accelerators. In addition, these stream filters can be extended programmatically, allowing the user to customize the stream transformations performed by nodes in a cluster. Because our stream pr ...

**Keywords**: cluster rendering, parallel rendering, remote graphics, scalable rendering, stream processing, tiled displays, virtual graphics

### 3 PixelFlow: the realization

John Eyles, Steven Molnar, John Poulton, Trey Greer, Anselmo Lastra, Nick England, Lee Westover

August 1997 Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware HWWS '97

Publisher: ACM Press

Full text available: pdf(1.54 MB)

Additional Information: full citation, references, citings, index terms

**Keywords**: compositing, deferred shading, object-parallel, rendering, scalable

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Decoupled simulation in virtual reality with the MR toolkit

Chris Shaw, Mark Green, Jiandong Liang, Yunqi Sun

July 1993 ACM Transactions on Information Systems (TOIS), Volume 11 Issue 3

Publisher: ACM Press

Full text available: 🔁 pdf(2.65 MB) Additional Information: full citation, references, citings, index terms

**Keywords**: interaactive 3D graphics, user interface software

Projectors: advanced graphics and vision techniques

Ramesh Raskar

August 2004 ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04

Publisher: ACM Press

Full text available: pdf(6.53 MB) Additional Information: full citation

Video-based rendering: Video-based rendering

Marcus Magnor, Marc Pollefeys, German Cheung, Wojciech Matusik, Christian Theobalt July 2005 ACM SIGGRAPH 2005 Courses SIGGRAPH '05

**Publisher: ACM Press** 

Full text available: pdf(5.15 MB) Additional Information: full citation

4 Rendering systems on clusters: Approach for software development of parallel realtime VE systems on heterogenous clusters

C. Winkelholz, T. Alexander

September 2002 Proceedings of the Fourth Eurographics Workshop on Parallel **Graphics and Visualization EGPGV '02** 

Publisher: Eurographics Association

Additional Information: full citation, abstract, references, citings, index Full text available: pdf(546.54 KB)

This paper presents our approach for the development of software for parallel real-time

virtual environment systems (VE) running on heterogenous clusters of computers. This approach is based on a framework we have developed to facilitate the set-up of immersive virtual environment systems using single components coupled by an isolated local network. The framework provides parallel rendering of multiple projection screens and parallel execution of application and interaction tasks on components s ...

5 Systems: Cluster-based solution for virtual and augmented reality applications

Antoine Tarault, Thomas Convard, Patrick Bourdot, Jean-Marc Vézien

November 2005 Proceedings of the 3rd international conference on Computer graphics and interactive techniques in Australasia and South East Asia GRAPHITE '05

Publisher: ACM Press

Full text available: pdf(660.26 KB) Additional Information: full citation, abstract, references, index terms

This paper presents a cluster-based architecture designed for an augmented reality interface. It can manage and synchronize live video streams as well as 3D deformable objects inside OpenSceneGraph. To preserve modularity, the framework was implemented in RTMaps®, a realtime data flow manager. Based on graphical programming, RTMaps greatly facilitates the design of a customized Virtual and Augmented Reality application with acquisition and rendering components distributed over a network.

Keywords: graphical cluster, scene graphs

6 Cultural heritage, education, and entertainment: Entertainment virtual reality system

for simulation of spaceflights over the surface of the planet Mars

Ricardo Olanda, Manolo Pérez, Pedr Morillo, Marcos Fernández, Sergio Casas November 2006 Proceedings of the ACM symposium on Virtual reality software and technology VRST '06

Publisher: ACM Press

Full text available: pdf(789.38 KB) Additional Information: full citation, abstract, references, index terms

In recent years Virtual Reality technologies have enabled astronomers to recreate and explore three dimensional structures of the Universe for scientific purposes. Mars, due to its scientific interest,has been the focal point of numerous research projects using these technologies, however, none of these virtual reality tools have been developed specifically for entertainment purposes. The focus of this paper is to present MarsVR, as an entertainment research project that educates people on the to ...

**Keywords**: entertainment virtual reality, immersive visualization systems, terrain representation

7 Collaborative gaming in augmented reality

Zsolt Szalavári, Erik Eckstein, Michael Gervautz

November 1998 Proceedings of the ACM symposium on Virtual reality software and technology VRST '98

Publisher: ACM Press

Full text available: pdf(2.50 MB) Additional Information: full citation, references, citings, index terms

Keywords: CSCW, augmented reality, interaction, virtual gaming

8 MPEG-4: an object-based multimedia coding standard supporting mobile applications Atul Puri, Alexandros Eleftheriadis

June 1998 Mobile Networks and Applications, Volume 3 Issue 1

Publisher: Kluwer Academic Publishers

Full text available: pdf(747.80 KB)

Additional Information: full citation, abstract, references, citings, index terms, review

The ISO MPEG committee, after successful completion of the MPEG-1 and the MPEG-2 standards is currently working on MPEG-4, the third MPEG standard. Originally, MPEG-4 was conceived to be a standard for coding of limited complexity audio-visual scenes at very low bit-rates; however, in July 1994, its scope was expanded to include coding of scenes as a collection of individual audio-visual objects and enabling a range of advanced functionalities not supported by other standards. One of the ke ...

<sup>9</sup> Application Steering in a Collaborative Environment

John Brooke, Thomas Eickermann, Uwe Woessner

November 2003 Proceedings of the 2003 ACM/IEEE conference on Supercomputing SC '03

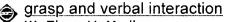
Publisher: IEEE Computer Society

Full text available: pdf(517.84 KB) Additional Information: full citation, abstract

In this showcase we will present live running simulations which are integrated into the Access Grid in a variety of different ways. An example of this is the use of vnc to distribute a desktop on which the simulation is being displayed. Another example is the redirection of the visualization into vic to make 3D animations available over the Access Grid. Other examples that will be explored are the use of SGI's OpenGL VizServer to direct the output of a graphics supercomputer located on the Grid ...

Keywords: application steering, Grid Computing, collaborative environment, Access Grid

10 Session F7: VR hand manipulation and haptics: Virtual assembly operations with



W. Zhao, V. Madhavan

June 2006 Proceedings of the 2006 ACM international conference on Virtual reality continuum and its applications VRCIA '06

Publisher: ACM Press

Full text available: pdf(430.46 KB) Additional Information: full citation, abstract, references, index terms

This paper presents an immersive virtual reality environment (IVE) for performing assembly and maintenance simulations using the Jack® software package. The Flock of Birds™ motion tracking system is used to capture body postures of an immersed human and reproduce it in real-time in the virtual environment. The Cyberglove™ is used to capture finger movements in real-time for realistic grasp interaction. A comprehensive set of voice commands has been developed to provide significan ...

**Keywords**: assembly, grasp, verbal interaction, virtual reality

11 Hardware & systems: Media productions for a dome display system

Athanasios Gaitatzes, Georgios Papaioannou, Dimitrios Christopoulos, Gjergji Zyba November 2006 Proceedings of the ACM symposium on Virtual reality software and technology VRST '06

Publisher: ACM Press

Full text available: pdf(2.51 MB) Additional Information: full citation, abstract, references, index terms

As the interest of the public for new forms of media grows, museums and theme parks select real time Virtual Reality productions as their presentation medium. Based on three-dimensional graphics, interaction, sound, music and intense story telling they mesmerize

their audiences. The Foundation of the Hellenic World (FHW) having opened so far to the public three different Virtual Reality theaters, is in the process of building a new Domeshaped Virtual Reality theatre with a capacity of 130 peopl ...

Keywords: computer clusters, spherical display systems, stereoscopic display

Lowering the development time of multimodal interactive application: the real-life experience of the XVR project

Marcello Carrozzino, Franco Tecchia, Sandro Bacinelli, Carlo Cappelletti, Massimo Bergamasco

June 2005 Proceedings of the 2005 ACM SIGCHI International Conference on Advances in computer entertainment technology ACE '05

Publisher: ACM Press

Full text available: pdf(188.90 KB) Additional Information: full citation, abstract, references, index terms

In this paper we present XVR, an integrated development environment for the rapid development of Virtual Reality applications. Using a modular architecture and a VR-oriented scripting language, XVR contents can be embedded on a variety of container applications. This makes it suitable to write contents ranging from web-oriented presentations to more complex VR installations involving advanced devices, such as real-time trackers, haptic interfaces, sensorized gloves and stereoscopic devices, incl ...

**Keywords**: 3D graphics, 3D web, developer framework, virtual reality

13 Human factors II: Presence in response to dynamic visual realism: a preliminary

report of an experiment study

Pankaj Khanna, Insu Yu, Jesper Mortensen, Mel Slater

November 2006 Proceedings of the ACM symposium on Virtual reality software and technology VRST '06

Publisher: ACM Press

Full text available: pdf(1.14 MB)
Additional Information: full citation, abstract, references, index terms

This paper describes an experiment that examines the influence of visual realism on reported presence. 33 participants experienced two different renderings of a virtual environment that depicts a pit in the centre of a room, in a head-tracked head-mounted display. The environment was rendered using parallel ray tracing at 15fps,mbut in one condition ray casting (RC) was used achieving a result equivalent to OpenGL based perpixel local illumination, and in the second full recursive ray tracing ( ...

Keywords: presence, virtual environments

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1 METHOD OF DISPLAYING SAMPLE IMAGE AND RETRIEVAL METHOD EMPLOYING THE SAME, SURVEILLANCE METHOD, SYSTEM OF DISPLAYING SAMPLE IMAGE, PROGRAM FOR DISPLAYING THE SAMPLE IMAGE AND RECORDING MEDIUM RECORDING WITH THE PROGRAM STORED THERETO

Inventor: MITSUHASHI TAKEYUKI; WATANABE

Applicant: SYSMEX CORP

KIYOAKI; (+4)

EC:

IPC: G02B21/36; G06F3/00; G06F3/048 (+14)

Publication info: JP2005117640 - 2005-04-28

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١	No. Publication No.	Title
	<b>1</b> . <u>2007 - 102079</u>	VIDEO DISPLAY SYSTEM
	<b>2</b> . <u>2006 - 345362</u>	VIDEO DISPLAY SYSTEM FOR ARTIFICIAL WINDOW, AND ARTIFICIAL WINDOW UNIT
	<b>3</b> . <u>2002 - 183525</u>	ON-LINE SHOPPING SYSTEM USING VIRTUAL SPACE
	4. <u>2001 - 076179</u>	MULTI-USER SYSTEM SHARING THREE-DIMENSIONAL VIRTUAL SPACE
	5. <u>11 - 355782(1999)</u>	MULTI-CHANNEL ENCODER FOR VIDEO SIGNAL
	6. <u>10 - 198818(1998)</u>	THREE-DIMENSIONAL VIRTUAL SPACE DISPLAYING METHOD
	<b>7</b> . <u>08 - 069545(1996)</u>	INTERACTIVE IMAGE PROVIDING METHOD